

Docket No. F-6930

Ser. No. 09/820,561

AMENDMENTS TO THE CLAIMS:

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

1. (Cancelled)

2. (Currently amended) ~~[[The]]~~ A method according to claim 1, wherein for displaying an image by outputting image data by each frame to a display device, comprising steps of:

judging a scale of a processing load performed within one frame;

alternatively setting a mode of display in one of a first mode when the processing load is judged to be less than a predetermined processing level, and a second mode when the processing mode is judged to be greater than the predetermined processing level; and

displaying the image data on the display device with a different pixel arrangement for each said frame when in said first display mode, and with an identical pixel arrangement for each frame when in said second display mode, and said step of displaying includes arranging pixel data at different pixel positions

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from each other for an odd number frame and an even number frame when said image data is displayed on said display device in said first display move mode.

3. (Currently amended) ~~[[The]]~~ A method according to claim 1, further comprising steps of:— for displaying an image by outputting image data by each frame to a display device, comprising steps of:

judging a scale of a processing load performed within one frame;

alternatively setting a mode of display in one of a first mode when the processing load is judged to be less than a predetermined processing level, and a second mode when the processing mode is judged to be greater than the predetermined processing level;

displaying the image data on the display device with a different pixel arrangement for each said frame when in said first display mode, and with an identical pixel arrangement for each frame when in said second display mode;

measuring a processing time required for the processing performed within one frame; and

said step of judging a scale of the processing load includes including comparing said processing time with a predetermined reference value to determine when the load is judged to be less than the predetermined processing level, or greater than the predetermined processing level.

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4. (Previously Presented) The method according to claim 3, wherein said step of setting includes switching to said first display mode if said processing time is continuously less than said reference value during a predetermined number of frames in a case where said second display mode is currently set.

5. (Cancelled)

6. (Currently amended) The game system according to claim 5, wherein displaying an image by outputting image data to a display device for each frame, comprising:

a display mode setting device for setting a display mode alternatively a first display mode displaying the image data on said display device with a different pixel arrangement for each said frame and a second display mode displaying the image data on said display device with an identical pixel arrangement for each said frame, wherein said display mode setting device judges a scale of processing load performed within one frame, and sets the display mode to said first display mode when the load is judged to be less than a predetermined processing level, or sets the display mode to said second display mode when the load is judged to be greater than the predetermined processing level; and

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said display mode setting device ~~outputs~~ outputting the image data to said display device with different pixel arrangements from each other for an odd number frame and an even number frame when the display mode is set to said first display mode.

7. (Currently Amended) ~~[[The]]~~ A game system according to claim 5,
wherein displaying an image by outputting image data to a display device for each
frame, comprising:

a display mode setting device for setting a display mode alternatively a first
display mode displaying the image data on said display device with a different pixel
arrangement for each said frame and a second display mode displaying the image
data on said display device with an identical pixel arrangement for each said frame,
wherein said display mode setting device judges a scale of processing load
performed within one frame, and sets the display mode to said first display mode
when the load is judged to be less than a predetermined processing level, or sets the
display mode to said second display mode when the load is judged to be greater
than the predetermined processing level; and

said display mode setting device ~~measures~~ measuring a processing time
required for the processing performed in one frame and judges a scale of load by
comparing said ~~[[the]]~~ processing time with a predetermined reference value to

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determine when the processing load is judged to be less than the predetermined processing level, or greater than the predetermined processing level.

8. (Previously Presented) The game system according to claim 7, wherein said display mode setting device switches the display mode to said first display mode when said processing time is continuously less than said reference value during a predetermined number of frames in a case where said second display mode is currently set.

9. (Cancelled)

10. (Currently Amended) ~~[[The]]~~ A computer readable storage medium according to claim 9, wherein storing an image display program formed so as to make a computer which performs image display processing to display an image by outputting image data to a display device by each frame, perform the steps of:

judging a processing load performed within one frame as being one of less than a predetermined processing level and greater than the predetermined processing level;

alternatively setting a display mode to a first display mode which displays the image data on said display device with a different pixel arrangement for each

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frame when the processing load is judged as less than a predetermined processing level, and to a second display mode which outputs image data to said display device with an identical pixel arrangement for each frame when the processing load is judged as greater than a predetermined processing level; and

said first display mode outputs outputting the image data to said display device with different pixel arrangements from each other for an odd number frame and an even number frame.

11. (Currently amended) ~~[[The]]~~ A computer readable storage medium ~~according to claim 9, wherein the program is formed so as to make the computer~~ storing an image display program formed so as to make a computer which performs image display processing to display an image by outputting image data to a display device by each frame, perform the steps of:

judging a processing load performed within one frame as being one of less than a predetermined processing level and greater than the predetermined processing level;

alternatively setting a display mode to a first display mode which displays the image data on said display device with a different pixel arrangement for each frame when the processing load is judged as less than a predetermined processing level, and to a second display mode which outputs image data to said display device

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with an identical pixel arrangement for each frame when the processing load is judged as greater than a predetermined processing level; and

measuring measure a processing time required for the processing performed in one frame and judge a scale of load by comparing said processing time with a predetermined reference value to determine when the processing load is judged to be less than the predetermined processing level, or greater than the predetermined processing level.

12. (Currently Amended) The computer readable storage medium storing an image display program according to claim 11, wherein the program is formed so as to make the computer switch to said first display mode when said processing time is continuously less than said reference value during predetermined number of frames in a case where said second display mode is currently set.